Might & Magic Heroes VI

Art Book

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Inferno

Spawns of Urgash

«We will burn the world to ashes and dance upon its ruins!»

Associated colours: black and red
Symbols: Ouroboros (the snake that eats its own tail), Unicursal Hexagram (a six-pointed star that can be drawn in one continuous line), Chaos Spiral
Country / kingdom: Sheogh, the Prison of Fire
Capital city: Ur-Hekal, the "Gate of the Burning Heart"
Worship: their progenitor – Urgash, the Primordial Dragon of Chaos

Inferno is…
Inferno is the faction of demons, spawned by Urgash, the Dragon of Chaos, to confront and overcome the children of the Elemental Dragons. For centuries, they have been imprisoned in Sheogh, a mystical jail-world created at the heart of Ashan's fiery core.
They believe that the only meaningful moral value is individual freedom, and they feel no need to justify their actions. That's why they are viewed as «Evil» and dangerous, and why the other factions of Ashan prefer them to be locked up in their prison-realm.
However, there are individuals, among these nations, who are seduced by this absolute notion of Free Will above all, and end up converted to demon worship.

Recent events…
The heat and lava is something the Demons have evolved to actually appreciate, but the fact that they cannot escape their prison is insupportable.
A new leader, Kha Beleth, has started to preach a world where all demons are created equal and have a right to live freely within and without Sheogh. He is gathering followers, and intends on using the upcoming Bloodmoon eclipse to gain a foothold on Ashan, and expose, if not impose, his people's right to an equal place amongst the children of the Dragon Gods.

Inferno warfare : "Divide, Summon and Conquer"
The entire nation of Demons is an army. Each one lives only to raven and destroy, and is quite capable of wreaking tremendous havoc on his own. Forged together into a disciplined army, they would be nearly unstoppable.
Fortunately for their enemies, instilling that discipline is harder than it looks, and the lesser demons often need to be driven along by their leaders.

Military strengths: deadly magic, unparalleled stamina and toughness, luck is always on their side.

Military weaknesses: no discipline, flickering morale, very few support abilities

Kiril

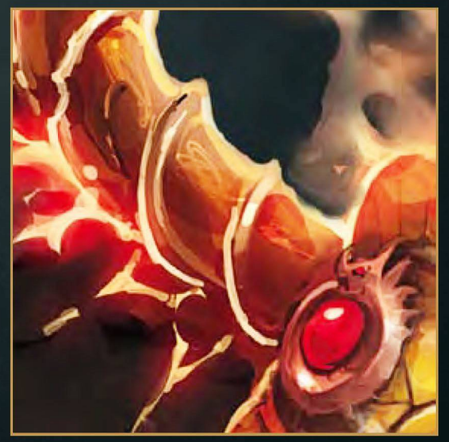
Kiril, assists helplessly to the assassination of his father, Slava, the Duke of Griffin, and the subsequent execution of the presumed murderer, his twin-sister Anastasya.

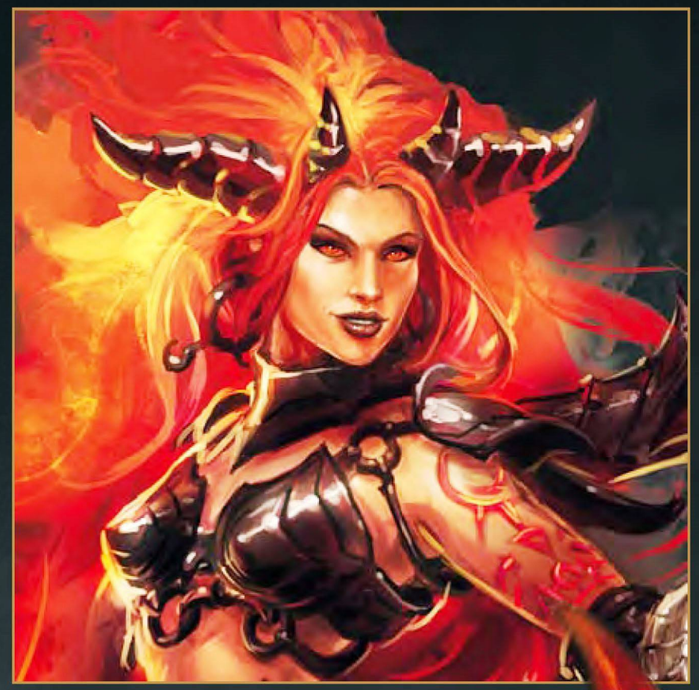
Overwhelmed in anger, he agrees to accompany the Angel Sarah on a dangerous mission into Sheogh, the demon prison-world.

His goal is to find the mysterious power that is responsible for the death of his father and sister.

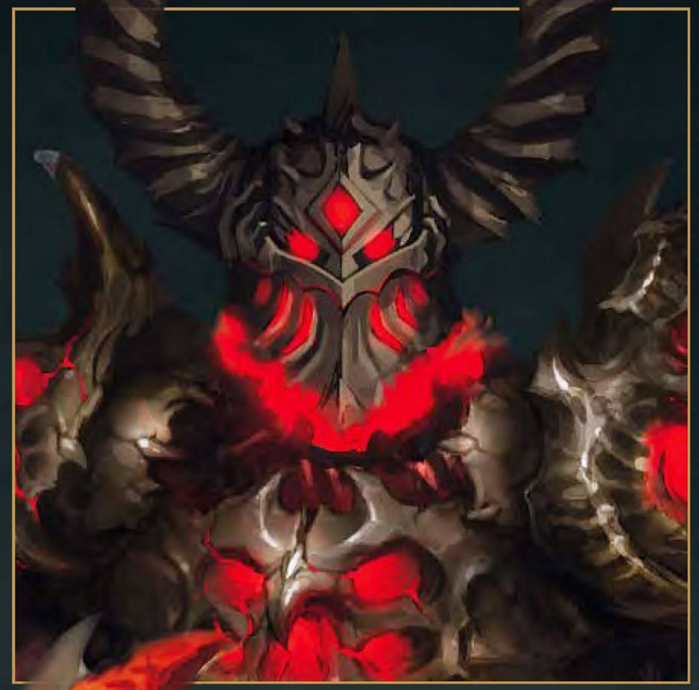
«I DIDN'T SELL MY SOUL... SOMEONE ELSE DID. I DON'T CARE IF IT WAS TO SAVE THE WORLD... I'M GETTING IT BACK.»

Sarah





Xana



Veyer

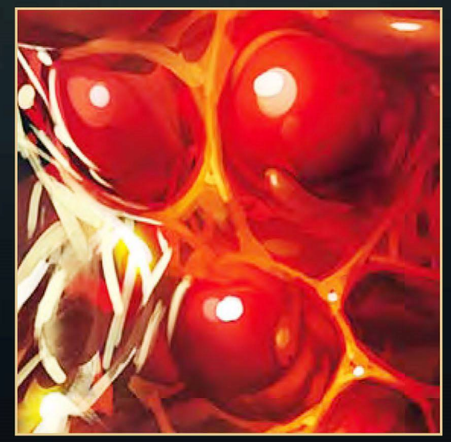
Kha Beleth

Hellhound

Cerberus

Succubus

Lilim

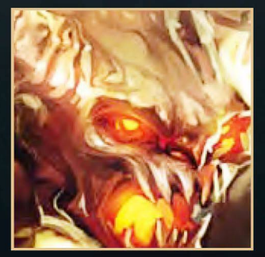


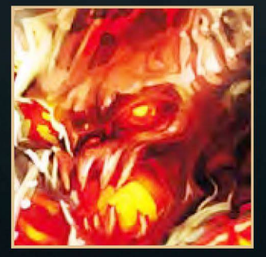
Tormentor

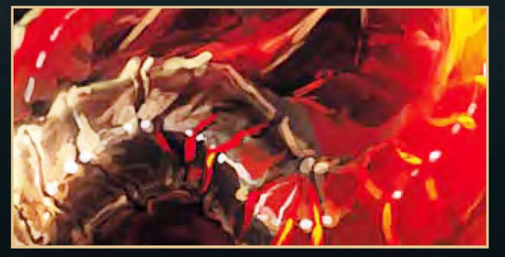
Lacerator

Juggernaut

Ravager







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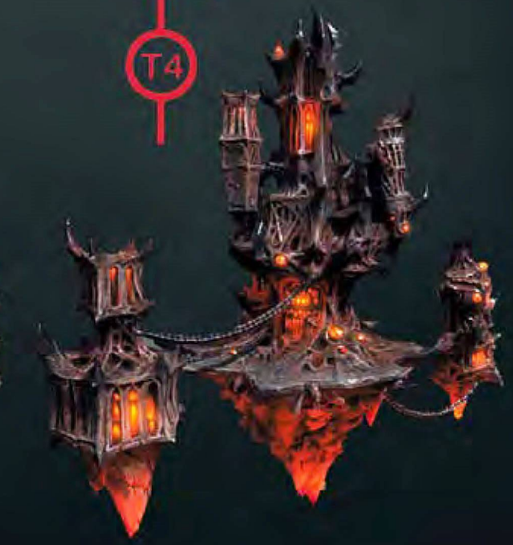


Stronghold

The Orcs

«We walk our own path, alone»

Country / kingdom: the Pao islands (an archipelago in the Jade Sea).
Capital city: Taumata-Kunyak
Worship: Though the Orcs have no god, their Shamans pay homage to «Mother Earth» and «Father Sky», two powerful spirits they meet when they travel into the «Dream World».

By combining demon blood, human flesh, and other things best not spoken of, the wizards of the Seven Cities created a "mutant" race of "shock-troopers": the Orcs. Half-brothers to the Demons, the Orcs were trained from birth to become their ultimate nemesis. They would eventually defeat the Demons and push them back to their prison-world.
As a reward for their tremendous acts of courage, the peoples of Ashan decided to make them… slaves! At the time of the Second Eclipse, the Orcs have gained their freedom and divided themselves into three separate tribes: some went north-east to the plains of Ranaar, other exiled themselves deep south in the perilous deserts of Sahaar and the rest sailed south-east across the Jade Sea, to settle in the Pao islands.

The recent events
It's been almost a century since the Orcs broke their chains, led by Kunyak the Liberator.
Yet, their new-found freedom is still fragile and the greatest danger may actually come from within.
Since the death of Kunyak, the Orc nation has lost its unity and is now divided into countless small tribes scattered on the Pao islands.
The tribes are fighting each other, and some unscrupulous Orc chieftains are not above selling their own kind (defeated enemies but also «weak» members of their society) as slaves in exchange for power and fortune…

Stronghold warfare: "Rush now, think later"
Orcs were created as shock troops to fight Demons, and their tactics reflect this.
Lightly armored and heavily armed, they rush straight at the enemy, counting on their numbers, speed, ferocity and toughness to break the lines of the opposing army without suffering too many casualties.
Due to their origins, Orcs are naturally resistant to magic and especially to magic wielded by Demons (fire, possession, illusions…).

Military strengths: frontload damage, high mobility, magic-proof.

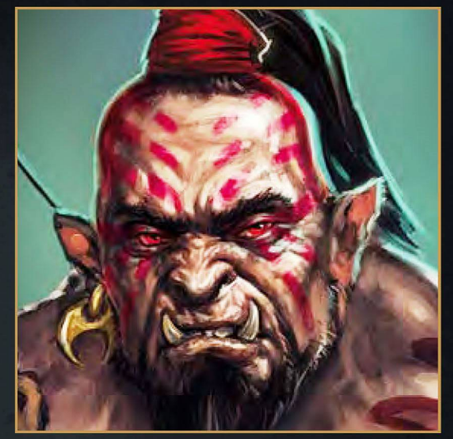
Military weaknesses: poor support abilities, tactically limited.

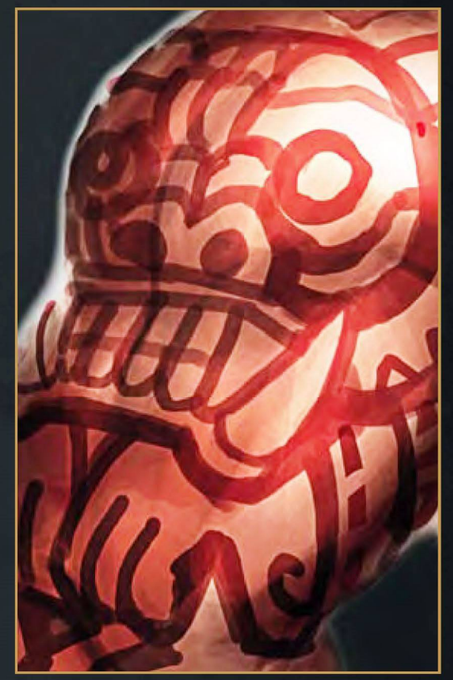
Sandor

Sandor is the bastard child of Duke Slava Griffin and his first love, the beautiful lady Elisabeth. A political burden since birth, he soon became a troublemaker, and found an outlet for his frustration and anger alongside his father's master-of-arms… the Orc, Kraal. Standing up for his family during a feud with his father's neighbor, Gerhart, the Duke of the Wolf, Sandor will be exiled from the Holy Empire. Kraal will lead him to his original homeland: the savage Pao islands, floating in the Jade Sea...

«You might find my proposals more interesting with my weapon at your throat.»

Mount



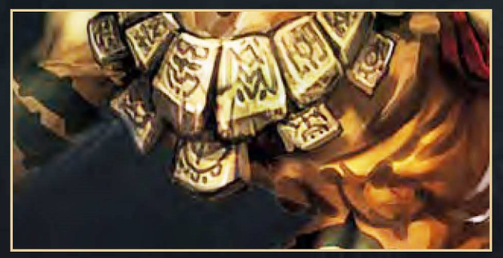


Mauler

Crusher

Goblin

Goblin Hunter



Fury

Centaur

Centaur Marauder

Jaguar Warrior

Panther Warrior

Dreamwalker

Dreamreaver

Enraged Cyclop

Haven

The Holy Falcon Empire

«Born in the sacred Light of Elrath, sworn to spread it all over Ashan»

Associated colours: Azure blue, white and gold.
Country / kingdom: The "solar cross", the sun, the falcon, the sword.
Symbols: The "solar cross", the sun, the falcon, the sword.
Country / kingdom: The Holy Empire
Capital city: Falcon's Reach
Worship: **Elrath, the Dragon of Light, and its first servants - the Angels**

Haven is a feudal Holy Empire, protected by medieval knights and monks. They worship Elrath, the Dragon God of Light, who grants them magical powers based on the elemental dominion. Their objective is to lead a life worthy of Elrath's ideals of Truth and Purity to shape the world in his image and to spread his sacred light.
The Holy Empire is a theocracy. In theory the Emperor has absolute rule, but in reality the land is chopped up into 6 Duchies and countless baronies, so at least one of these regions is always in some sort of revolt.

The recent events
The human nations, once divided into dozens of pretty kingdoms and savage clans became allies to the Angels, children of Elrath, and of this pact, the Holy Empire was born. The Imperial Nobles are excited when they hear that a Demon invasion has been prophesized. They see it as a chance to demonstrate their superiority to all other factions for the first time in history, by brilliantly and courageously shining in the exciting battles about to come. Their empire is ready to take its place as the legitimate defenders of Ashan.

Haven warfare : "Stand your ground"
Haven troops are composed of both human champions, like knights and priests, and mythical creatures like griffins and angels.
They make excellent defensive fighters, and are legendary for getting their enemies to fight on the ground of their choosing. They often win in the long run by resisting their opponents' assaults and preserving the freshness of their troops.

Military strengths: Buffing and healing magic, highly resilient troops, very high morale.

Military weaknesses: Focused on melee fighting, lack of aggressiveness.

Anton

Anton becomes the Duke of Griffin at the age of 21, moments after the assassination of his father, Slava. He begins to suspect all those whose faith in Elrath, the Dragon God of Light, is not as strong as his own. Encouraged by strange voices that whisper to him in his mind, he immediately declares all forms of unorthodox worship outlawed.

«Go in peace, father. The Duchy is in able hands. May Elrath scorch the hearts of your murderers.»

Mount

Elizabeth

Gerhalt

Liam Falcon

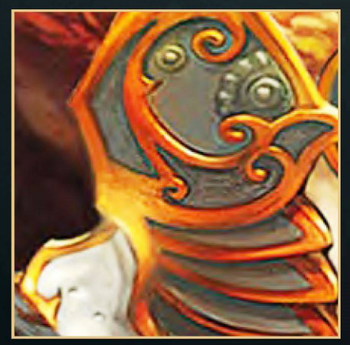
Pavel

Crossbowman

Marksman

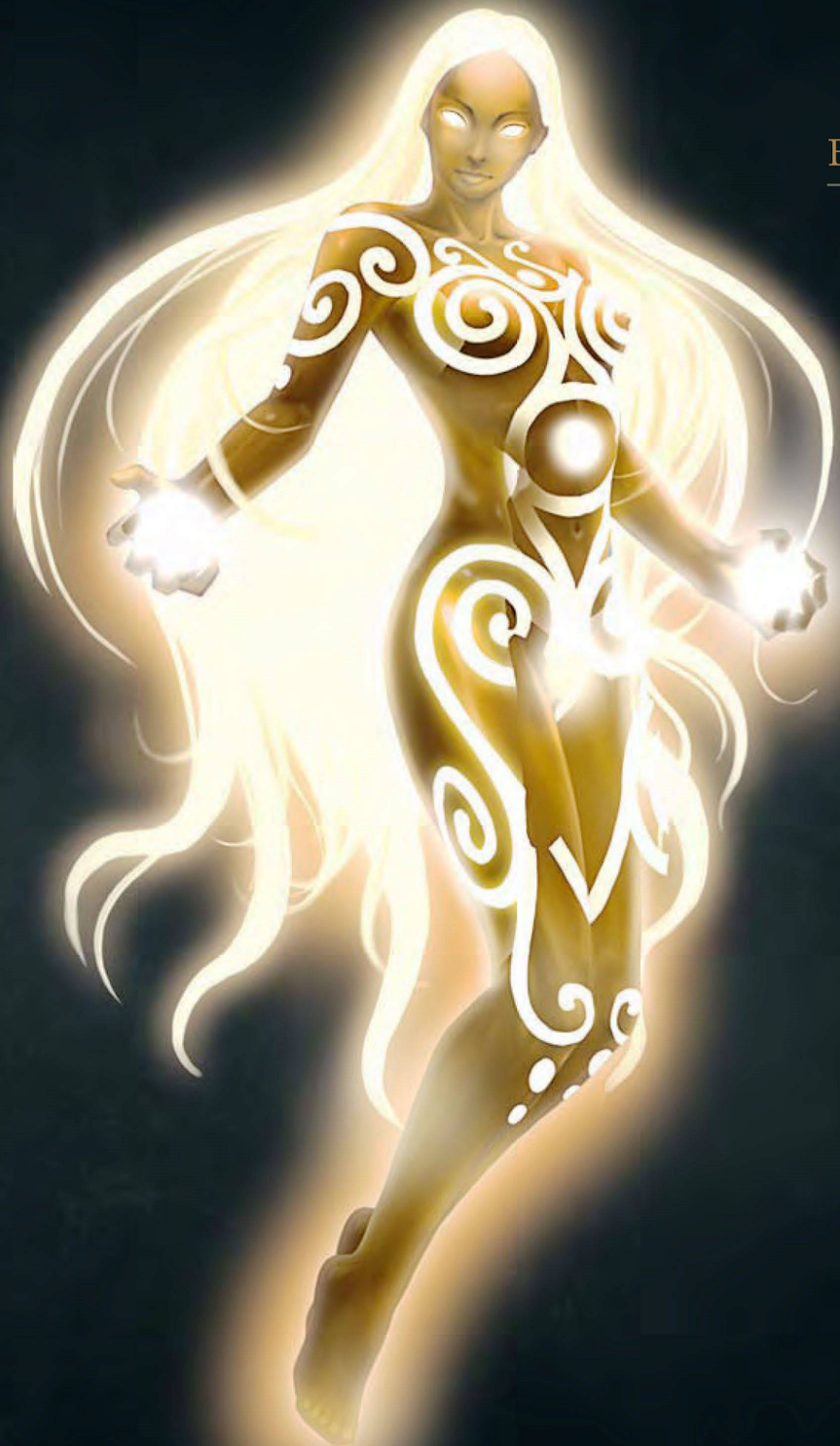
Sentinel

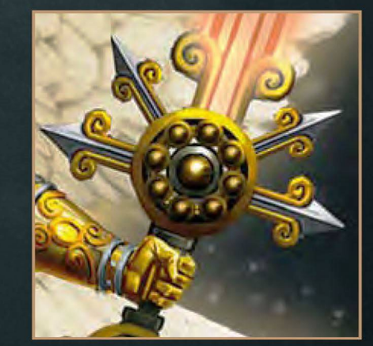
Praetorian

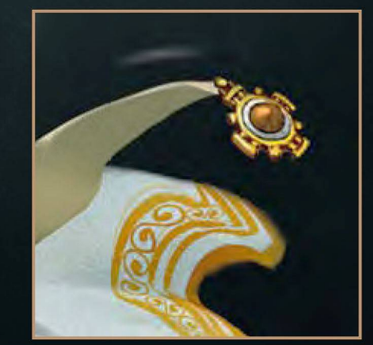


Radiant Glory

Blazing Glory







Necropolis

The morbid followers of Asha

«Life is change, chaos, filth and suffering. Death is peace, order, everlasting beauty»

Associated colours: black, white and fluorescent (toxic) green
Symbols: the Death Spider, The number 8 : vertical (Asha the master of Time - hourglass) or horizontal (Asha the master of Space – infinity)
Country / kingdom: The Seven cities
Capital city: None at the time of Heroes 6
Worship: Necromancers worship Asha, the Primordial Dragon of Order in a twisted version of her «Death» aspect.

Necropolis is the faction of the Necromancers. At the time of Heroes 6, they are not yet the powerful rulers of Heresh but just a splinter sect of the Wizards. Later, they worship the «Death» aspect of Asha. Their interpretation of the Goddess's darkest aspect is fanatical, emphasizing death alone and exalting the state of un-life to which all Necromancers aspire.

Necromancer life is ascetic in the extreme. Sensual pleasures are frowned upon, as is any sort of gaiety, or celebration. Citizens speak in whispers and low tones, nobody hurries anywhere, and there is little change on the streets from day to night. Those who have tasks do them, quietly, and then go home to the generally childless social groupings called «families» for lack of a better term. Necromancers spend their birthdays in seclusion and penitence. Procreation is generally frowned upon as a distraction from the greater work.

The recent events
Necropolis is at the beginning of their rise to power, and power they have. They are currently fighting for emancipation and acceptance from their brethren the Wizards of the Seven Cities.
They do not seek to convert all the nations of Ashan to their morbid belief, nor to kill them all and raise them as undead, but rather to have a dominant place in the world as protectors of the equilibrium between the worlds of life and death.
They see the upcoming Demon Invasion as an opportunity to sanctify their religious order and justify its existence to the other factions of Ashan.

Necropolis warfare : "A dead enemy is a good ally"
Necropolis troops are mainly composed of "puppet" undead units like skeletons and ghouls, controlled by necromancers, but also of more powerful entities like vampires and liches.
They are slow but literally unstoppable, for killing what is already dead is not an easy matter and will often take time. Time that Necropolis will conscientiously exploit to slowly erode the body and dominate the spirit of their enemy.

Military strengths: magics which can weaken and despair the enemy, units which have no notion of what fatigue and low morale actually are.

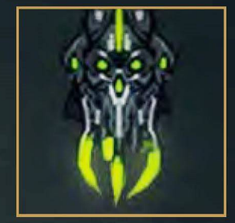
Military weaknesses: limited mobility, slow troops, few support abilities.

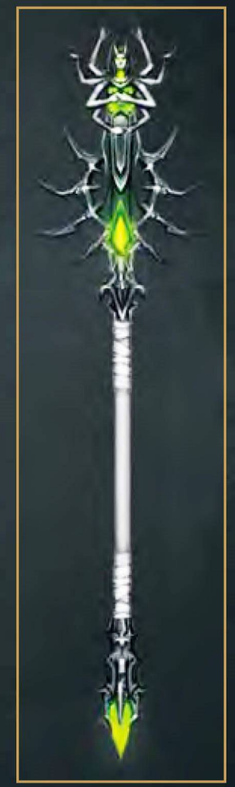
Anastasya

Anastasya is awoken by her Great Aunt Sveltana, and discovers that she has been brought back to life as an Unliving. Apparently she had a hand in the assassination of her father Slava, the Duke of Griffin, and was executed by her own brother Anton. Anastasya is convinced of her innocence and sets out to learn the dark arts of Necromancy in order to bring the true murderers of her father to justice.

«I may be better off dead. But that doesn't mean I have to like it.»

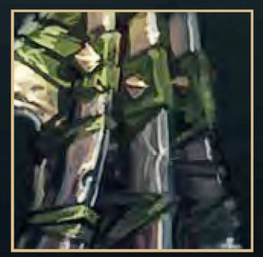
Mount





Skeleton

Skeletal Spearman



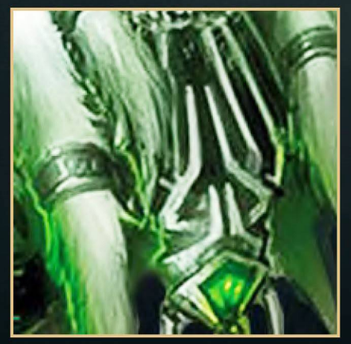
Ghoul

Ravenous Ghoul

Lich

Archlich

Putrid Lamasu



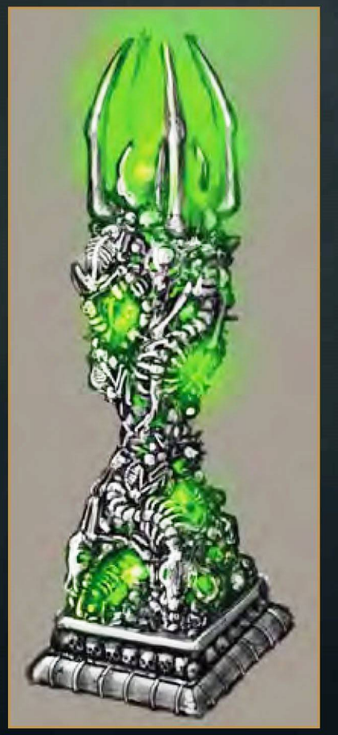
Vampire

Vampire Lord

Fate Spiner

Fate Weaver

Fate Weaver (Spider Form)



Sanctuary

The Naga

"We strive for perfection in Shalassa's worship"

Associated colours: Jade green and turquoise
Symbols: A solitary ocean wave, signifying the infinite power and wisdom of Shalassa as well as the transitory nature of existence. Other popular symbols are the Lotus flower and the conch.
Country / kingdom: Hashima, the Eight-petal Lotus
Capital city: Nariya, the Iridescent Pearl
Worship: Shalassa, the Dragon of Water

Hashima is a feudal nation, organized according to temples that exist wherever there are sources or expanses of water. Warriors and monks, peasants and poets, they worship Shalassa, The Dragon Goddess of Water, who grants them magical powers based on this element. Nagas live with a goal of self-perfection and purification; whatever their callling or craft they strive to live up to the highest ideals of their masters and of the legends that came before them.
Hashima is ruled by the Eternal Empress, who has held power for hundreds of years. As all Naga teachers and masters, she is subject to ritual challenge from those who feel that they are worthy. However, she has never been defeated in contest, be it with arms, poetry, calligraphy, or philosophy.

The recent events
A relatively peaceful peoples, the Naga have lived largely in isolation from the rest of Ashan. They keep themselves apart from the other races, concentrating on personal and individual perfection rather than dreaming of power or conquest. They have aided or allied with other nations in the past, but these sorts of agreements are temporary.
Recent history has been troubling; like all the other nations of Ashan they have heard the prophesies of the Blind Brothers and worry of the oncoming Demon invasion. There is turmoil beneath the calm surface of the empire, as priests and soldiers start to look to the future and wonder who should be leading them and how they might react.

Sanctuary warfare : "Face them one by one"
Sanctuary generals are like Chess Masters, or disciples of Sun Tzu's Art of War. They focus their efforts on a main attacking stack (referred to as the "Champion" hereafter), who potentially becomes the best "1 to 1 / duel" warrior of the game. Generally, this Champion will aim at the strongest enemy stack first, to fuel its racial ability.

Alternatively, other targets can be favored, depending on the enemy army's mobility. The one thing to remember is that the safety and efficiency of the Champion stack must be assured at all times since the global strategy relies on it.

Military strengths: Powerful triggered buffs and crowd control abilities, balanced units (offense / defense, no martial weakness).

Military weaknesses: Limited ranged abilities, no burst / instant effects, no healing, expensive troops.

Irina

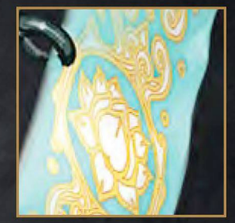
As a child Irina fell in with her rough-and-tumble half-brother, Sandor, and learned swordplay instead of courtly manners. They trained with the Orc Kraal, Duke Slava's Master-of-Arms, and caused gleeful havoc in the castle.

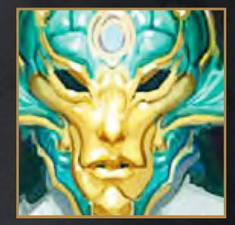
Betrothed to the lustful Duke Gerhart of the Wolf duchy, Irina was attacked on their wedding night. Reacting more like a warrior than a maiden, she wounded him severely and was thrown into his dungeons. Out of pride she would have died there, had Sandor not come to her rescue.

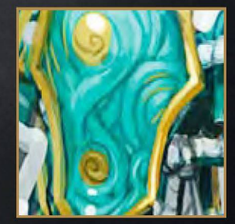
The two of them fled south toward the islands of the Jade Sea, where Irina found herself once more embroiled in politics. But this time she could raise her own army and look north -- to where Gerhart still lived, awaiting her vengeance..."

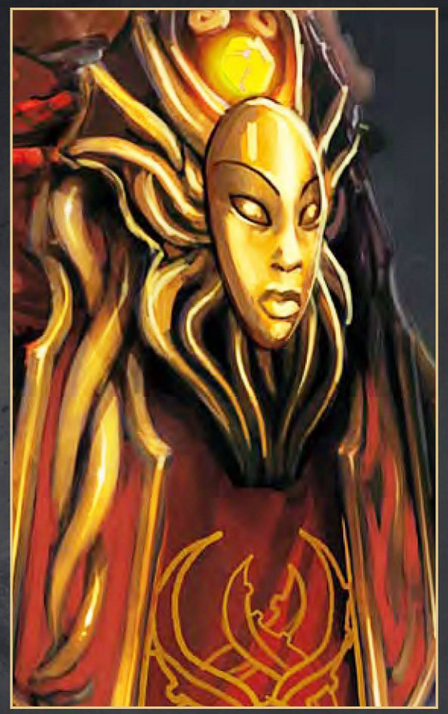
«I WILL NOT, AND YOU CANNOT FORCE ME TO. I DECIDE.»

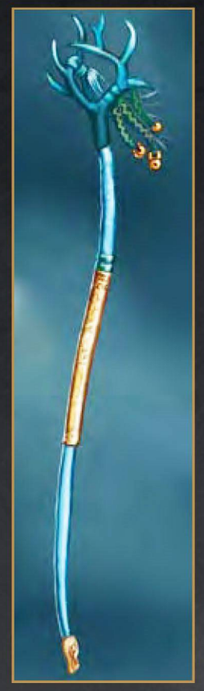
Mount

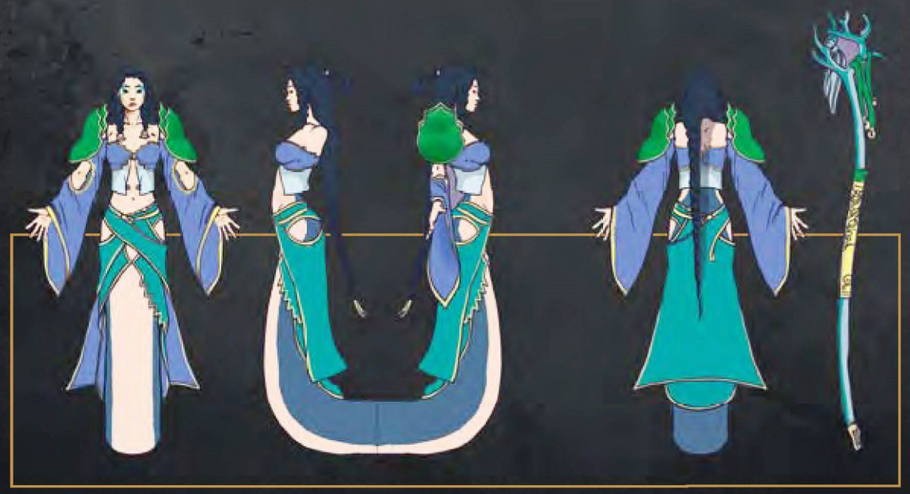






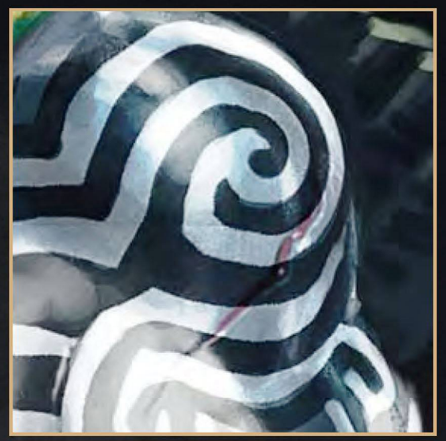






Kappa

Kappa Shoya



Coral Priestess

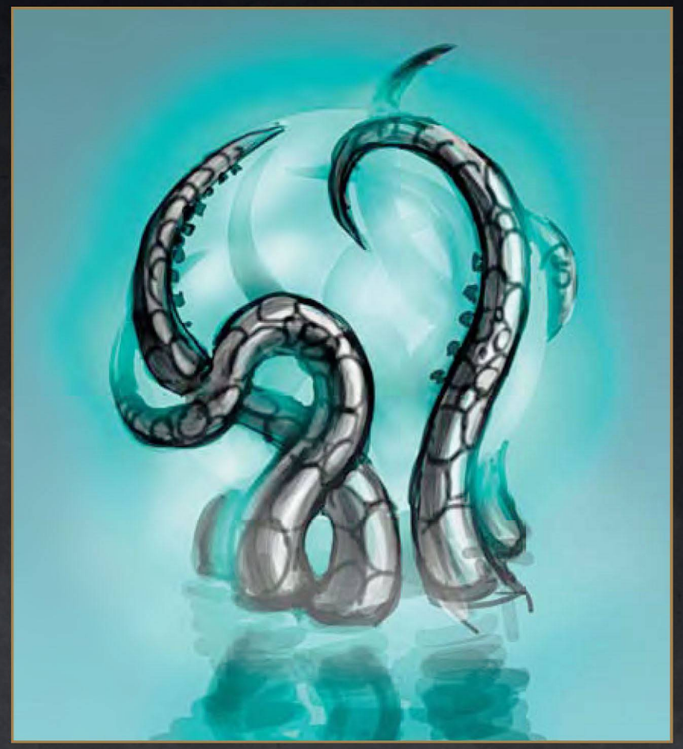
Pearl Priestess

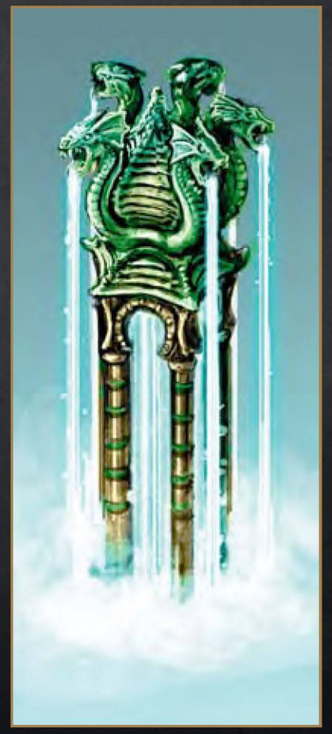
Kenshi

Kensei

Snow Maiden

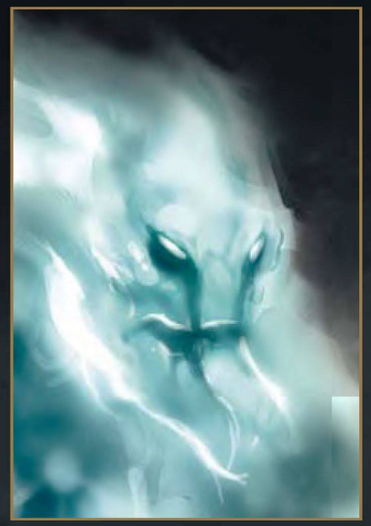
Yuki-onna

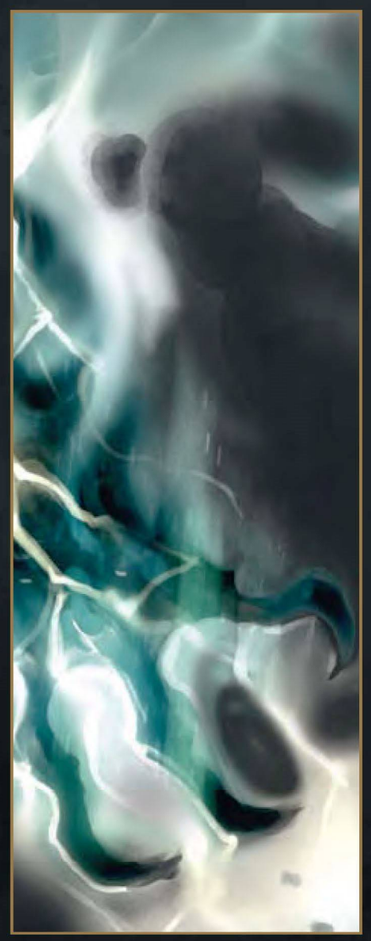




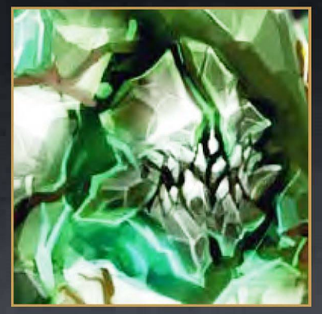
Neutral

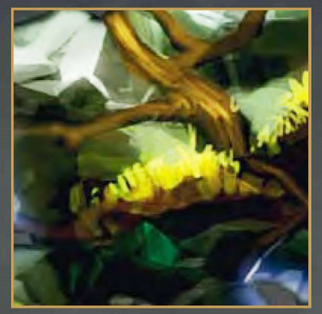
Air Elemental

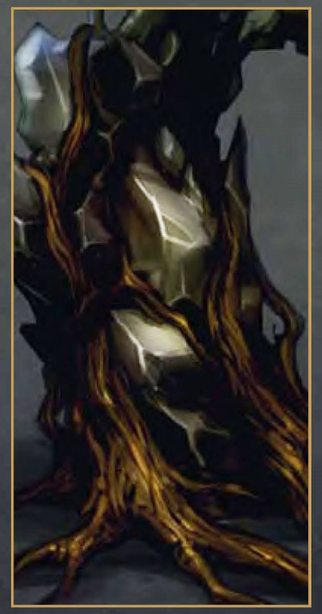




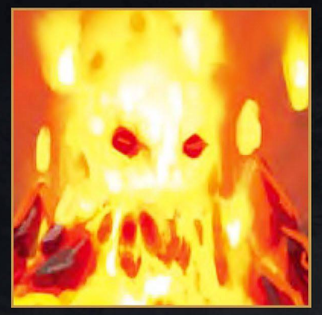
Earth Elemental

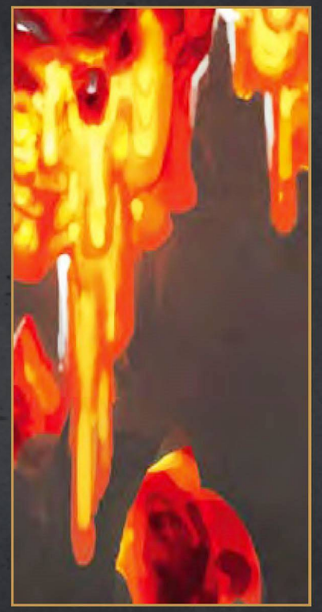




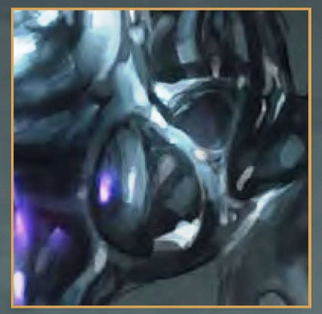


Fire Elemental

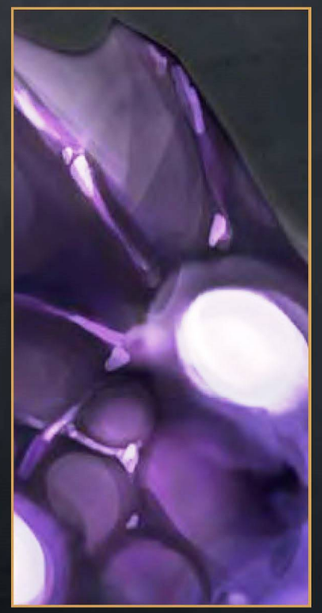


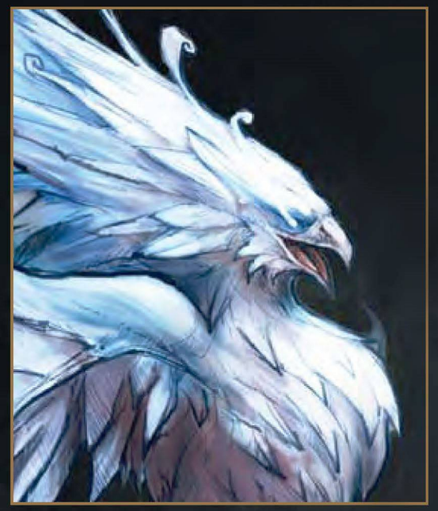


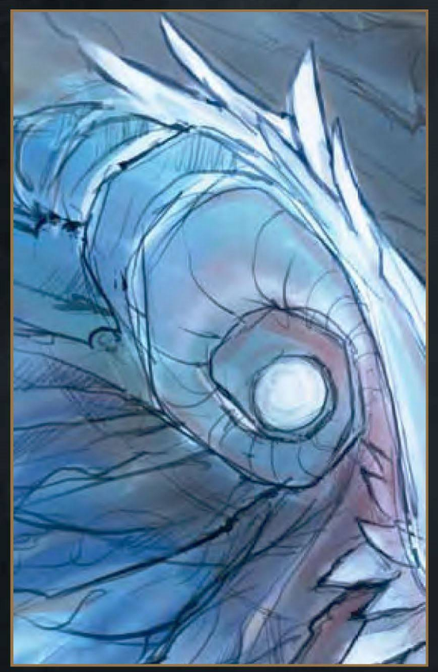
Shadow Elemental



Faceless







Phoenix

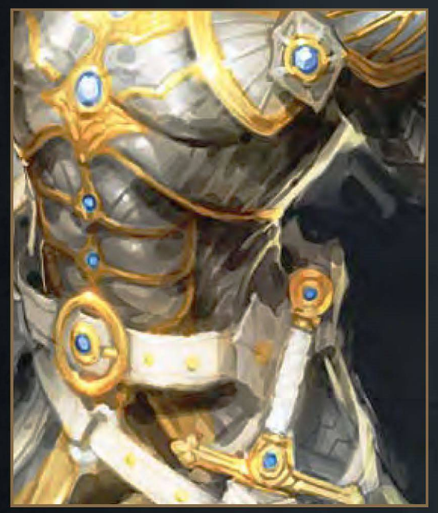
Boss

Abyssal Worm

Mother Namtaru

Dragon Eel

Breeder Queen



Michael

Dargons Gods

Asha (Order)

Urgash (Chaos)

Elrath (Light)

Malassa, Black Dragon (Darkness)

Arkath (Fire)

Shalassa (Water)

Ylath (Air)

Sylanna (Earth)